

STENCH: ... I have one ... issue The MEIV game ... open with two signed up ... OWIL opening ... For NOW members free first game ... a first game) and 75¢ thereafter ... not then it is \$1 for each game ... 75¢ for the first game and 1.25 thereafter ... is \$1.25 for the first game and \$1.75 thereafter. These are the lowest prices anywhere!

THE MEIV game starts ... The line up was chosen by lot... they are.

NORDOR- Walt Buchanan, PR3 Lebanon, Ind. 46052. Form now 811 14 Jan, it is A. Buchanan Lt. USNR-3, USS Henley, DD-762 PRO, NY, NY 09501. IN

HARAD- Dean Schwass, FBI, Indianapolis, Mi. 49431 48104

GONDOR- Barry ... S. Gurd, Ann Arbor, Mi. 48108, from now till Jan. 8 209 Wilson, Midland, Mi. 48640

ANGMAR- Gray Gruber, 8718, N42nd Ave. Phx. Az. 85021.

ARNOR- Paul J. Woods, 24513 Harmon Ct. St. Clair, Shores, Mi. 48080

RHOVANION- Chic Hillikow, 3312 Stonycress, Bloomington, Ind. 47401

The first move ... 6 (six) weeks from now on 9-2-73. any press will ... on the 12-1-73, for the first winter. I would like to have ... move sent in. I do not accept General Orders There is a ... for the best press. Good luck.....

RUSSIAN WINS THE FIRST GAME FALL 1940

USA: Attacks France in Bal 5 USA Fra 5 1-1 3 NE
 France: Places U's in Cze, Bri, Ger, Ita, Pol, & Russ
 Britian: Places U's in Fra, Ita, Rus
 Russia: Attacks USA in Bal: 14 Russ vs 12 USA 1-1 1 D
 Places C Bal U's Bri, Cze
 Germany: Attacks Britian in Ger 20 Ger vs 6 Bri. 3-1 5 X
 both -6
 In Italy 15 Ger vs 5 Bri 3-1 6 NE
 In USA 20 Ger vs 6 Bri. 3-1 1 D 46 Bri.
 Places U in Ita.

Totals	A/L	ANS	BAL	BRI	CZE	FRA	GER	ITA	POL	RHI	ROI	RUS	USA
USA				50	91		50	50	50			50	50
FRA	C				71	60		50	50				
BRI				50	51	50	50		5				
RUS			C					154	10	E	C	54	20

72.8h cont.

Total points are USA 9 Fra 20 Bri 17 Russ 27 Ger 15.

Thus the winner was none other than Russia. The players were as follows: USA Atteberry, France Harrison, Britian Willner dropped F 35, Matthews from F 35. Russia Londry, Germany Deasecker.

~~This game was a mix of all the different types. Each player had his NOC and PPG picked.~~

This was the first game I ran of OWII and it was of the Historical type. Russia won this game due to the 1-1 attack that took place in the Baltic in Fall 40. The USA had 12 pñs placed there and was attack by 14 Russian factors. With out this attack Russia would have had only 16 points and the USA would have had 13, and France would have been the winner. It is interesting that the one out of six chance did come up.

Since this game started in DOAST, all the players still have their first game coming to them in STENCH!!, except for Greg Harrison who is now playing in 72.29m. I have 3 players signed up for the next game, and need but two more.

72.16m

Germany strikes out at the USA! F 38

France: Attacks Bri in A/L

9 French vs 3 Bri 3-1 5 D -3 Bri Places C

Britian: Places U in Ita and USA

Germany: In Germany 20 vs 5 USA 4-1 1 D -5 USA

ROM: 15 Vs 4 USA 3-1 6 HE

CZE 5 Vs 2 USA 1-1 6 A -3 Ger.

TOTALS

	A/L	AUS	BAL	BRI	CZE	FRA	GER	ITA	POL	RHI	ROM	RUS	USA
USA					2						4		9
FRA	C				3	10							1
BRI				5	2	6U	13U	10U					5U
RUS			C		3		5U				4	12	
GER		C					20		C		15	9U	

I'd like to note that France, Lewis Ritter, missed his last moves due to the fact that he never got issue #7. It seems as though the mails got the poor boy. I have not heard anything from Mr. Weeks, or Mr. Van De Graaf, I'll ask both to submit the S 39 moves, and ask Bob Matthews to also submit them for Mr. Weeks. Thus I hope that there will be a player for the USA with the next set of moves. The next moves are due on 19-1-73 which is a Friday. Make sure you get your moves in early.

72.29m (S-II)

Political actions in Romania
and Rhiland set world on
Edge!

S37

USA(SCHWASS) 6 USA


FRANCE(TOMLINSON) 2 Bri, 6 Bri

BRITIAN(GRABER) 2 Pz Bri, 1 Arc, 3 Pol 6 Rus

RUSSIA(THOMAS) 8 Rom

GERMANY(HARRISON) 6 Rom, 18 Bri.

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page



72.29m controls and even more...
 Totals A/D AUS DAL BRI GBR FRA GER ITA POL RUS USA
 USA 100 100 100 100 100 100 100 100 100 100
 FRA 100 100 100 100 100 100 100 100 100 100
 BRI 100 100 100 100 100 100 100 100 100 100
 RUS 100 100 100 100 100 100 100 100 100 100
 GER 100 100 100 100 100 100 100 100 100 100

The Fall 1973 moves are due 19-1-73, a Friday. If both Ger and RUS want to share control of RUS, I must have, from each a written statement saying this. I still have game openings and need but two players to get S-III started. See fees on the front of this sheet.

This is a game of OWII and dippy variants. I have started a LIV game and have two signed up for a Youngstown Variant. I will start any variant of dippy that anyone want to play as long as I have the rules and map.

It seems as though this will be to date the longest STITCH!! that I have put out. It should run four pages. Anyway, for those of you that are interested, Ed Birsen's ARITHA carries OWII and a rating system of postal OWII. I'll see if I can get permission to reprint the first rating list and those there after. I'd like to mention that Ed is on the first 5 of Postal OWII and is your humble G. The best OWII zine, in my opinion, is OWII by John Boardman, 234 E. 19th, Brooklyn NY, 11226. Game fees are 93, and this is the only zine that I play postal OWII in. It runs 12 pages long and is full of really interesting things and the best press around. Right after FREEL. I rate FREEL and FREEL the 2 zine. It is put out by Lew Pulsipher and he does a great job. Besides Orgins he has Dippy Variants and other things. Ed can be obtained from Lew at 329 Twin Towers Abilene TX, 79224. Lew plans to run a course with his next OWII game. That is five people, other than the 3 OWII players will be trying to buy and sell money, Francs, Marks, Dollars, pounds, and rubels, according to the play of the game, as the one with the most winning country's currency will have the best shot at winning. Could be fun.

Lastly, the leagramat Orgins article that I have talked about. Understanding Orgins.

In the games of Orgins that I have played, I have found that the countries with the best chance of winning, are not the countries with the most power, but those that go after U's instead of C's. It is clearly much easier to place U's than C's and this I contend will make the U'countries the ones to beat.

Add power with getting U's and you have the almost unbeatable combination. I say this because the person placing the U's is first off having the easiest time, and if he has the strength to protect these U's from attacks, there ~~isn't~~ are few things that can stop this combination.

The one country that I see like this, is Britain in the Historical game. Though right now the results don't back me up, I say that after about 100 games Britain will have the most wins of any one in the Historical game. I say this because Britain has to place but U's and has the strength to protect this U's. In the one game that I played in though the ~~real~~ British won 20 to Germany's 19. Britain had to make but only one attack through out the entire game!

This brings me to another point of the game, attacking. Having to place C's you have to do a lot of attacking. And if one gets unlucky a lot of P's are going to be wasted. Thus in the Historical game Germany, though having the largest force, is forced to do a lot of attacking to get the U's. Even with the help of Russia in the East Germany faces a bleak chance of cracking the West wall. For if Germany get the help of Russia and places C's in the east Germany has lost many points to Russia, since Russia gets more for each of the three countries. Germany then has to ~~go~~ go west with as much as possible in trying to co-ordinate his attacks with Russia. This is very hard to do also.

Co-ordination of attacks and placing of C's is a minus for the C' countries and a plus for the U countries. The C' countries have to get together in order to make sure that they don't cross each other. The U' countries on the other hand don't have this, since they could cross and it would not matter. This adds another point to the British since it is they that have only U's to get.

The only for some one to break up a U' alliance would be to point out that if you don't attack him that he will win. This doesn't work to well if the U's are really good allies. Thus the pressure is on the allies of the C' countries and off the ones with the U's. This is why I say Britain will be by far the winnest country in Origins.

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